# PLAYER GLOSSARY

**acubon** Fresh water aquatic race mutated from humans. Found in Lake Dau-uh-dey.

**ahsk** Stalk on corondon's head capable of throwing dyshas.

**ambreh** Limilate which improves memory for a few hours.

**Anasan** Woffen realm on the peninsula south of the East Trinnu Jungle Lands.

**Ardoth** Capital city of Burdoth; location of the Drenn Wall. Populated by all the races of Jorune, either as residents or as emissaries of other governments.

**arrigish** Limilate which helps speed healing, except for ramian.

**auss** The harvest season; autumn.

**awss** Public meeting center of a town or city.

**beagre** Two-legged scavenger that fills the position of rat on Jorune. Those found in the city are comfortable living on garbage. Those found in the wild tend to move in packs and will attack en masse if they are hungry enough. Starving beagre are used for entertainment in sherja exhibitions in some unsavory establishments.

**beaster** Person who hunts especially dangerous creatures.

**bio-tec** The human technology of creating new creatures and plants.

**blount** First of Iscin's animal creations, an intelligent frog.

**boccord** One of the mutant human races, characterized by superior strength.

**bochigon** Stubborn pack animal capable of self defense.

**bronth** An Iscin race, descended from the bear.

**Burdoth** Realm controlled by humans; most powerful realm of the continent. Burdoth holds most Earth-tec known to exist. Burdoth is made up of four provinces: Ardis, Gauss, Lusail, and the Sobayid.

**caji** Dysha weaver. Occupation available only to muadra.

**challisk** Small metal plate given to citizenship applicants.

**chell** Title similar to mayor.

**Children of Iscin** Bio-engineered races created by the scientist Iscin: blount, bronth, crugar, tologra, and woffen.

**Choundra** The crugar who murdered the scientist Iscin.

**Claysis** The bazaar in Ardoth.

**cleash** Insect-like creatures which infest East Trinnu Jungle Lands and Ice Fields of Gilthaw.

**clep** Store or shop.

**condrij** Fighter; mercenary.

**copra** Identifying mark placed on a challisk or on the Drenn Wall.

**corastin** Large, semi-intelligent creature.

**corondon** Large beast with nearly inpenetrable natural armor and large, sharp claws (thailiers). Capable of throwing dyshas from ahsks on its head. The largest, called dhar corondon, stands up to seven yards high.

**creshi** Carnivorous food fish. Often eaten pickled.

**crill** Desert bird that allows crystal to grow into its tail.

**crith** The season of winter.

**croid** Semi-intelligent species. Related to corastin.

**crugar** Iscin's adaptation of the cougar.

**Cryshell** Palace of the Dharsage and central point of administration for Burdothian agencies.

**cygra** Northern cousins of the crugar. More temperate, less aggressive and more sociable than their Temauntro kin.

**daij** Enervor fish. Daij meat is used by daijics to detect dysha use.

**daijic** One who actively engages in the detection of dysha use.

**Desti** One of the seven moons of Jorune.

**dharmee** Large, low slung carnivore of Jorune wildlands.

**dharsage** Ruler of a realm.

**dichandra** Amphibious creature that uses its heavy wrists as weapons.

**diyorda (diyordeh,** pl.) Criminal.

**Doben-al** Vast plains connecting Burdoth with Khodre. It is rough desert land and travel is not advised.

**Dobre** Realm of the bronth, located across Assydre and Essajean seas from Burdoth.

**dothobider** Grazing herbivore used as a meat animal.

**doul** Limilate which temporarily increases Color points.

**Drail** Large forested peninsula south of Tan-Iricid. Inhabited by trarch, mandare and dreglamon.

**dreglamon** Carnivorous creature with multiple mouths.

**drenn** Citizen of Burdoth.

**Du** One of the seven moons of Jorune.

**duradon** Large relative of talmaron. Incapable of being trained.

**durlig** Plant cultivated by the Earth colony. Necessary for survival of Earth-based life.

**dysha** Energy abilities. The two major forms are orbs and bolts.

**dyte** Member of a counterculture of young, defiant muadra.

**Earth-tec** Anything built by the original colony.

**Ebba** One of the seven moons of Jorune.

**enclep** Place where medicine is practiced.

**enervor** Energy eater. Enervors on Jorune consume isho.

**Entren** Language of humans on Jorune, evolved from English.

**entris** Translator or interpreter.

**eris** The season of spring.

**farg** Swamp-dwelling creature with poor eyesight and Tra sense.

**Gilthaw** Icy northern realm infested by cleash and vodra.

**Gire** Ramian pirate.

**gissyne** The most vulgar word in Entren. A colloquialism not to be used in mixed company.

**githerin** Thief.

**Gobey** One of the seven moons of Jorune.

**goseen** Male contraceptive.

**halcen** Limilate which acts as a sedative.

**harn** Desert creature that builds nests that access deep wells.

**Heridoth** Independent country east of Burdoth populated mostly by humans.

**herris** Jail.

**hilc** Limilate which allows ingestion of Joruni plants by Earth-based races.

**illidge** Place where drinks are served; bar.

**inclep** Inn.

**Iscin** 1) Bio-tec engineer who modified Earth animals into intelligent, bipedal creatures; 2) Name taken by those of learned ability, such as scientists and scholars.

**isho** Measure of a creature's energy.

**Jasp** Cold, northern realm of humans.

**jer** Jungle runner.

**keether** Limilate which keeps body from holding on to isho.

**kern** To expel energy in a crude form.

**kerning bay** Area of a city specifically sectioned off for the expulsion of energy, in dysha practice or kerning.

**kesht** Highest status a citizen of Burdoth can attain.

**keshtia** Feminine form of kesht.
**Khodre** Realm tied politically to Burdoth.
**Khodre Dhardrenn** Current dharsage of Burdoth.
**kim** City council or council governing a specific district.
**kimit** Small council with jurisdiction over a neighborhood.
**Lake Dau-uh-dey** Large lake which splits the realm of Khodre into two parts.
**Launtra** One of the seven moons of Jorune.
**learsis** Healer; doctor.
**limilate** Any drug or medication.
**lothern** Large, low-slung pack animal favored by bronth.
**Lundere** Primary woffen realm dominating great eastern peninsula neighboring Dobre.
**lystra** Person who relegates authority throughout a small region.
**mandare** Savage carnivorous beast known to include inanimate objects among its meals when in attack mode.
**muadra** One of the mutant human races, gifted with abilities of isho energy manipulation.
**mullin** The season of summer.
**naull** The orb a caji creates to display his isho "soul."
**Ninindrue Plague Slayings** Crugar slaughter of helpless woffen at the village of Ninindrue.
**pibber** Small, harmless rodent-like creature often taken as a pet. They are capable of exposing fangs and claws if panicked or frightened (see "thist").
**querrid** One who gathers information for money, usually a thriddle.
**ramian** Blue-skinned warrior race found primarily in Voligire, Sillipus and southern Drail. Ramian need shirm-eh to heal.
**recos** Artificial life forms from the original colony's science of bio-tec. These are short lived animals (anywhere from a few hours to a few years) that are genetically designed by an Iscin to fill a specific function.
**Reet** Large island north of Burdoth.
**rimeen** Limilate which cripples Color and Moon skills for one day.
**Ros Crendor** Independent country of boccord north of Doben-al.
**rusper** A common drink, like ale.
**sage** Person who relegates authority throughout a province.
**salu** Salt water aquatic race mutated from humans.
**scarmis** Servant race of the cleash.
**scedri cloth** Medical tunic which speeds healing.
**scrade** Carnivorous creature that lives in underground holes or hangs from trees waiting to attack. Also called wasto.
**scragger** A bloodsucking, carnivorous animal common to Trinnu Jungles. Often called "teeth on feet," these little carnivores move in groups and will attack almost anything.
**serri** Limilate which helps prevent airsickness.
**Shal** One of the seven moons of Jorune.
**shantha** Original dominant race of Jorune.
**shanthic blade** Shanthic weapon crafted from thailiers of corondon.
**shast** One who serves drinks in a shenter or other illidge.
**sherja** Thike fighter; gladiator.
**sherrids** Claws of the scrade.
**shirm-eh** Limilate to promote ramian healing.
**Sillipus** Island of pirates, thieves, outcasts, and adventurers from all realms.
**sho-sen** A common name for the Isho wind.
**sholari** 1) Shanthic priest; 2) Referee for *SkyRealms of Jorune* .
**stoma** Anti-hangover limilate for woffen.
**stomeh** Favored ale of woffen.
**talmaron** Flying beasts trained to carry riders. They have no eyes and are dependent on Tra sense.
**Tan-Iricid** Island home of the thriddle.
**tarro** Small multi-armed creatures with a powerful "screech" that can frighten - or at least annoy - anyone approaching the tarro.
**tauther** Citizenship applicant in Burdoth.
**Temauntro** Realm of the crugar, although northern reaches have been colonized by the more civil cygra.
**thailierian armor** Armor made from thick skin of the corondon.
**thailiers** Claws of corondon, often fashioned into shanthic blades.
**Thantier** Realm of humans on southern border of Doben-al. Citizens are strongly "pro-human" with the concept of "thone" for any intelligent creature that is not pure human. They are enemies of Burdoth; showing a challisk in Thantier is not advised.
**thikes** Wrist-bound blades used in arena fighting.
**thist** Pibbers retain claws and fangs from their predatory past, but they remain sheathed unless the pibber becomes exceptionally excited, frightened or panicked. Unsheathing and use of these claws is thisting.
**thivin** Race of musicians and traders related to ramian.
**thivin's five** Four of a thing, referring to thivin abilities to do a spectacular trade.
**thombo** Surefooted riding creatures that carry heavy payloads and can maintain a good speed. They must be dismounted for combat because of their skittishness. Thombo are considered too common to have names.
**thomboc** Thombo trainer; comboy.
**thon** Limilate that increases Strength for a few hours. Overuse can cause addiction and death.
**thone** Non-purebred human. Insult used in Thantier against any Iscin or mutant race.
**thriddle** Language masters of Jorune. These stalk-eyed intelligent creatures gather information and artifacts, and serve as negotiators and teachers for most nations of Jorune.
**tologra** Last of Iscin's created races, based on Earth lions.
**toth** Resident non-citizen of Burdoth.
**tothis** Period of citizenship application.
**tothy** Cheap grade of arrigish which is not as effective.
**Tra** One of the seven moons of Jorune.
**Tra sense** Perception based on ambient isho radiating from objects and creatures.
**trarch** Human mutation, blue skinned and bestial, found in great numbers in Drail.
**Trinnu Jungle Lands** Two extensions of a rain forest covering most of western land mass between Burdoth and Sea of Cerridus, and the upper half of the Anasan peninsula. Trinnus are heavily populated with some of Jorune's most vicious creatures: scragger, cleash, mandare, etc.
**vintch** Cabbage-like plant that closes its large leaves during the night. Vintch can serve as safe havens for travellers at night.
**Voligire** The realm of ramian.
**warp** Connection between two points on Jorune. Warps will not open in the event of severe differences in isho weather.
**wasto** Common name for scrade; an insult.
**white mandare** Toothless, but just as dangerous, version of mandare.
**wholl** Drink for woffen which is vile to non-woffen.
**woffen** Iscin-created race of intelligent, bipedal wolves.
**yord** Local patrol; the police.
**yordeh** Lawyer.
**yiordeh** Private investigator.
**yordig** Law.
**yordin** Captain of yords, usually commanding 8-12 yords.
**yorliss (yorlissen, pl.)** Judge.

# PRICE LIST

All prices are listed in gemules. Each price is average for one or per day unless otherwise indicated.

*Independent negotiation for each job or item. **Illegal in Burdoth. ***25% to klade; food and lodging provided by klade.

100 bits in agemule
a bit =.01, a yule is 1.00
100 yules in a gemlink
gemlink = $100
10 links in a gem
gem = $1,000
10 gems in a gemcluster
gemcluster = $10,000
10 clusters in a gemstar
gemstar = $100,000

**Income**

- administrator
  - large business ..... 50
  - medium business ..... 20
  - small business ..... 16
- ahdis, circuit ..... 15
  - street ..... 10
- aide to council member ..... 40
- animal groomer ..... 6
- animal trainer, hired ..... 13
  - per beast ..... *
- apprentice, non-klade ..... 9
- archer ..... 24
- barber ..... 14
- bartender ..... 15
- beaster ..... By animal type/*
- beautician ..... 18
- beggar (daily average) ..... 3
- brewer (rusper) ..... 14
- butcher ..... 20
  - apprentice ..... 14
- caji guard, expedition ..... 100
  - expedition, many dyshas 200
  - Dharsage ..... 50
  - private** ..... 30
- caji student ..... no income
- captain, airship ..... 45
  - sea ship ..... 40
- carpenter, hired ..... 13
  - cabinetry, finish work ..... 20
- cart driver (city) ..... 18
- clerk, Dharsage ..... 50
  - private ..... 15
- cloth maker ..... 9
- clothing designer ..... 25
- cobbler ..... 12
- companion (night) ..... 40
- condrij ..... 50
- cook, fast food ..... 12
  - private family ..... 20
  - restaurant, nice ..... 25
  - restaurant, small ..... 15
- corastin guard*** ..... 10
  - porter*** ..... 5
- craftsman ..... 12
- daijic, crystal ..... 20
  - daij** ..... 45
- dancer (street performer) ..... 5
  - troupe member ..... 9
- digger ..... 8
- durlig puller ..... 13
- dyte punk** ..... 12
- entris, beginning ..... 5
  - experienced ..... 18
- fadri ..... 30
- farmer ..... 15
- fisherman, hired ..... 10
  - self employed ..... 16
- florist (thivin kiosk) ..... 25
- flower seller ..... 8
- food kiosk clerk ..... 6
  - owner ..... 25
- gardener, private family ..... 16
  - public ..... 12
- githerin, klade*** ..... 15
  - non-klade** ..... 12
- guide, independent ..... 10
  - official city ..... 15
- harvester ..... 10
- hishtin ..... 100
- Iscin, bio-tec ..... 40
  - Earth-tec ..... 70
  - outdoor ..... 60
  - practical; classics ..... 20
  - translations ..... 20
- jer (per leg of journey) ..... 100
- jeweler ..... 20
- kim member (honorarium) ..... 5
- kimit member (honorarium) ..... 3
- klade apprentice*** ..... 1
  - laborer*** ..... 7
  - master*** ..... 25
  - workman*** ..... 12
- learsis ..... 25
- marine ..... 18
- miner ..... 8
- mover ..... 11
- musician (street performer) ..... 6
  - troupe member ..... 10
- oiler ..... 10
- palace guard ..... 25
- perfumer ..... 10
- querrid (contract) ..... 20
- sailor ..... 7
- scribe ..... 15
- seamstress/tailor ..... 25
  - apprentice ..... 18
- secretary ..... 20
- servant ..... 7/*
- shadow warrior ..... 100
- shast ..... 22
- sherja (per fight) ..... 20
- singer (private event) ..... 15
  - (street performer) ..... 8
- soldier, Burdothian ..... 30
  - private ..... 18
- talmaron cavalry ..... 22
- tanner ..... 12
- teacher, copra ..... 15
  - dysha ..... 35
  - school, advanced ..... 25
  - school, introductory ..... 15
- thomboc ..... 14
- thriddle calculator ..... 25
  - informant ..... *
- trader ..... 18
- vintner ..... 20
- weaver (factory worker) ..... 12
  - fine art ..... 45
  - rug ..... 10
  - tapestry ..... 11
- yiordeh (plus expenses)
  - beginning ..... 30
  - experienced ..... 60
- yord, city or kim ..... 20
  - private ..... 15
- yordeh, beginning ..... 30
  - experienced ..... 80

Special knowledge or skills may permit you to negotiate for higher pay.

**Bounty**

Bounties on pests (e.g., beagre or wasto) are local affairs and are subject to willingness and ability to pay. Bounties on diyordeh are far more profitable and are up to the sholari's discretion.

**Buildings and Housing**

- 1 rm cabin (Spartan) ..... 1,000
- 3 rm (average) ..... 4,000
- 5 rm (working class) ..... 10,000
- 8 rm (comfortable area) 30,000
- 12 rm (private comm). 500,000
- shop
  - sales kiosk ..... 2,000
  - 1-story, 4-room ..... 100,000
  - 2-story, 4-room (with apt over) ... 600,000
- furnishings (per room)
  - average ..... 200
  - comfortable ..... 500
  - fine ..... 1,500
- gauthi rug, large ..... 12,000
  - small (prayer rug) ..... 2,500
- lissen slate (sq. yd.) ..... 4
- plumbing, indoor ..... add 4,000
- windows (per room)
  - crystal ..... add 20
  - glass ..... add 2,500
- rent (per week)
  - 2 rm (dangerous area) ..... 8
  - 2 rm (working area) ..... 15
  - 4 rm (comfortable area) ... 60
  - 8 rm (pvt. community) .. 200

**Lodging (one night)**

- classy inclep ..... 100
- comfortable inclep ..... 40
- common hall ..... 4
- desperation inclep ..... 2
- scroungy inclep ..... 15

**Food and Beverage**

- apple ..... 3/100
- biffid ..... 4
- birch bulb (12) ..... 1
- byritt ..... 1/10
- byritt bag (w/crisps and squam) ..... 1
- cankle, hard (pound) ..... 150
- cankle, soft (pound) ..... 100
- coditch (pound, prepared) ..... 2
- coditch (pound, raw) ..... 1
- cream candy (Oriem) ..... 2
- cream candy (Shelpedy) ..... 1.5
- creshi (pound) ..... 5
- creshi, pickled (pound) ..... 10
- crethin (3 oz) ..... 200
- durlig (pound) ..... 5
- gerrig (pound) ..... 2
- giggit larvae (pound) ..... 300
- giggit, prepared (pound) . 2,000
- gunther burger ..... 2
- haspill ..... 1/10
- jorbus crisps (3) ..... 4/10
- kayedi (pound) ..... 1
- mallmis (cup)
  - Ardoth ..... 20
  - other locations ..... 1
- mathin (cup) ..... 200
- potato (pound) ..... 2
- ration (1 week, bleah) ..... 20
- ration (1 week, yeah) ..... 40
- rothis-mats ..... 20
- rusper (cup) ..... 8
- rusper, Scolian (cup) ..... 40
- squam (cup) ..... 4/10
- stomeh (cup) ..... 2
- swallic ..... 1
- sweet roll ..... 2/10
- tarro jerky (strip) ..... 1/20
- tip on meal ..... 1-3
- wholl (cup) ..... 3
- wug 'n' wooc ..... 4

**Animal**

- biffid fish ..... 2
- bochigon ..... 15,000
- busk ..... 20
- chicken ..... 20
- dharmee ..... 20
- dothobider bull ..... 17,000
- dothobider cow ..... 7,000
- horse ..... 60,000
- incupod ..... 200
- lothern bull ..... 7,500
- lothern cow (sorevine) .... 2,800
- pibber (food) ..... 10
- pibber (pet) ..... 20
- moth, Cushindell silk ..... 45
- talmaron ..... 12,000
- tarro ..... 2,000
- tarro, pocket ..... 200
- thombo ..... 5,000

**Tack and Transportation**

- boat, small ..... 400
- cart, thombo ..... 400
- chariot, horse (combat) ..... 400
  - thombo ..... 250
- grounding spike, thombo ..... 5
- litter ..... 300
- lothern carrier ..... 150
- palanquin ..... 500
- saddle, bochigon ..... 200
  - horse ..... 100
  - lothern ..... 150
  - talmaron ..... 200
  - thombo ..... 200
- saddle bags ..... 35
- salu chausis ..... *

**Plant**

- ambri (pound) ..... 3
- arrigeh (pound) ..... 100
- coditch ..... 25/100
- cotton ..... 8
- simra-vintch ..... 6

**Clothing**

- apron, ceremonial ..... 25
  - work ..... 10
- boots, daily wear ..... 15
  - marsh ..... 45
  - travelling ..... 25
- cloak, daily wear ..... 20
  - heavy travel ..... 45
- fur ..... *
- hat, cotton cap ..... 8
  - felt ..... 12
  - jer ..... 10
- long-scarf ..... 1,000
- sandals ..... 10
- sash, decorative ..... 20
  - kim ..... 35
  - kimit ..... 25
  - military ..... 15
  - tauther ..... 10
- slippers ..... 20
- suit of clothing, cotton ..... 18
  - cotton, tailored ..... 40
  - cotton, thermal ..... 25
  - Cushindell silk ..... 30
  - Cushindell sjlk, tailored .. 60
  - drenn ..... 200
  - Iscin ..... 500
  - kesht ..... 1,000
  - kim member ..... 500
  - simra cloth ..... 12
  - simra cloth, tailored ..... 25
  - simra cloth, thermal ..... 18
  - tauther ..... 30
  - toth ..... 20
  - yordeh ..... 500
  - yord ..... 75
  - yordin ..... 90
- tip-tie ..... 50
- undergarments, cotton ..... 9
  - silk ..... 12
  - simra cloth ..... 6

**Service**

- challisk, clean ..... 10
  - mark ..... 100
- recharge Earth-tec
  - attack cell ..... 300
  - function cell ..... 100
  - power cell ..... 1,000

**Jewelry**

- anklet ..... 15
- bracelet ..... 35
- brooch, decorative ..... 50
  - badge of office ..... 35
- buckle, kim's ..... 100
- earring ..... 4
- necklace, decorative ..... 50
  - badge of office ..... 35
- ring ..... 10

**Miscellaneous**

- bed fur ..... 40
- book (hand copied) ..... 500
- candle (large) ..... 10
- flatware (utensils and plate) ... 4
- flint and steel ..... 5
- giddyne ..... 100
- glasses, reading ..... 80-200
- grooming brush ..... 3
- journal (printed) ..... 5
- lantern ..... 35
  - oil ..... 5
- lock and key ..... 25
- lockpicks ..... 25
- magnifying glass ..... 1,000
- mirror, large, wall ..... 1,000
  - small, hand ..... 400
- pavillion (30x30) ..... 1,000
- perfume ..... 50
- pick ..... 5
- rope (5 yards) ..... 20
- shovel ..... 15
- skin, clemmisin ..... 100
  - do-odreh ..... 100
  - locure ..... 3,000
  - lothern ..... 25
  - thombo ..... 15
- spikes and hammer ..... 15
- telescope ..... 7,000
- tent, 4-person ..... 200
  - personal ..... 30
- torch ..... 4
- writing desk (travel) ..... 10
- writing paper (50 sheets) ..... 2
- writing pen and inkpot ..... 2
- writing pencil ..... 1

**Containers**

- backpack ..... 15
  - small ..... 9
- barrel, cask ..... 2
  - hogshead ..... 15
  - keg ..... 5
- basket, cargo ..... 12
  - large ..... 5
  - small ..... 2
- box, cargo (wood) ..... 20
  - large ..... 12
  - small ..... 5
- chest, metal (small) ..... 50
  - wood ..... 20
- jar, ceramic ..... 3
  - glass ..... 15
- money pouch, ornate ..... 10
  - simple ..... 2
- sack, burlap ..... 2
  - cotton ..... 8
  - cotton, tiny ..... 1
- vial, ceramic ..... 3
  - glass, leather bound ..... 15
- water skin ..... 5

**Limilates**

- ambreh (cup) ..... 100
- arrigish (cup) ..... 100
- awthew-tie (dose) ..... 5
- daij** (oz) ..... 2,000
- doul (cup) ..... 1,000
- gawdieth (dose) ..... 3
- goseen (week's dose) ..... 15
- halcen (dose) ..... 10
- hilc (cup) ..... 50
- keether (dose) ..... 1,500
- poison kit (treats 10 bites) ... 20
- rimeen (cup) ..... 600
- scedri cloth (6) ..... 200
- serrl (cup) ..... 20
- shirm-eh** (4 oz)
  - Burdoth ..... 2,000
  - other locations ..... 200
- stoma (dose) ..... 8
- thon (cup) ..... 200
- tothy (cup) ..... 50

**Weapons**

- arrows (10) ..... 4
- axe ..... 250
- battle axe ..... 600
- bola ..... 300
- bolts (12) ..... 10
- bow ..... 200
- bow, long ..... 350
- cleash capsule
  - blinder ..... 600
  - cold ..... 1,000
  - fire ..... 1,500
  - flare ..... 100
  - food odor ..... 600
  - knock-out ..... 2,000
  - repel ..... 300
  - smoke ..... 200
  - tangler ..... 200
  - TJ ..... 2,000
- club ..... 40
  - corastin-sized ..... 90
  - trarch-sized ..... 60
- crossbow ..... 400
  - heavy ..... 650
- halberd ..... 700
- knife ..... 200
- mace ..... 1,000
- machete ..... 900
- morning star ..... 1,500
- pike ..... 450
- shanthic blade, +1 ..... 70,000
  - +2 ..... 150,000
  - +3 ..... 300,000
  - +4 ..... 500,000
- sis-ganj ..... 800
- sling ..... 100
- spear ..... 600
- staff ..... 50
- sword, boccord 1-handed .. 5,00
  - boccord two-handed ... 7,000
  - hard ..... 15,000
  - one-handed ..... 3,000
  - thivin made ..... add 500
  - two-handed ..... 4,000
- thikes (pair) ..... 100
- trident ..... 650

**Armor**

- carapace ..... *
- clemmisin ..... 500
- crudge ..... *
- crystal ..... 200,000
- deflector ..... 20,000
- E-rep ..... 50,000
- leather ..... 100
- locurian grunder ..... 15,000
- M.A.S. ..... 250,000
- ring mail ..... 1,000
- shield, tower ..... 600
  - wood ..... 100
  - wood and metal ..... 500
- thalierian ..... 35,000

**Earth-Tec**

- aerator (basic) ..... 400,000
- alert pod ..... 20,000
- attack cell ..... 5,000
- binders ..... 5,000
- blaster pistol ..... 200,000
- breather ..... 5,000
- comlink ..... 2,000
- field ram pistol ..... 100,000
- force wall ..... 300,000
- function cell ..... 2,000
- gas filter ..... 1,000
- glider ..... 10,000
- HPP ..... 4,000,000
- laser pistol ..... 150,000
- laser scalpel ..... 75,000
- locator ..... 2,000
- power cell ..... 10,000
- power clip ..... 100,000
- power harness ..... 120,000
- power shield ..... 200,000
- power torch ..... 100,000
- pulsar pistol ..... 150,000
- receiver-transmitter ..... 20,000
- repulped ..... 400,000
- rifle ..... 1.5 x pistol cost
- scangrid ..... 100,000
- scope ..... 50,000
- sight ..... 5,000
- sight light ..... 5,000
- slab ammo (blaster) ..... 3,000
- sonic blade ..... 120,000
- sound scope ..... 3,000
- stunner pistol ..... 100,000
- translator ..... 200,000
- tec-rope (10 yards) ..... 4,000
- throw explode ..... 200,000
- turret ..... 3 x pistol cost
- viewers ..... 10,000

**Shanthic**

- cle-eshta ..... 5,000
- flight vest ..... 250,000
- sarceen ..... 20,000

**Crystals**

- boc rod ..... 50,000
- Desti (red) (3 oz) ..... 20
- drained (clear) (pound) ..... 500
- Du (orange) (3 oz) ..... 2,000
- Ebba (yellow) (3 oz) ..... 5,000
- fire (needled Desti) (30) ..... 2
- Gobey (black) (3 oz) ..... 4,000
- Launtra (green) (3 oz) ..... 1,000
- powdered mix (1/4 cup) ..... 200
- Shal (blue) (3 oz) ..... 3,000
- Tra (white) ..... Isho X 200